# Editing NPC Visuals and Generating Matching Portraits

This tutorial will guide you through editing a character's appearance and generating a matching portrait.

In this example, we will be editing the visuals for **Volo**.

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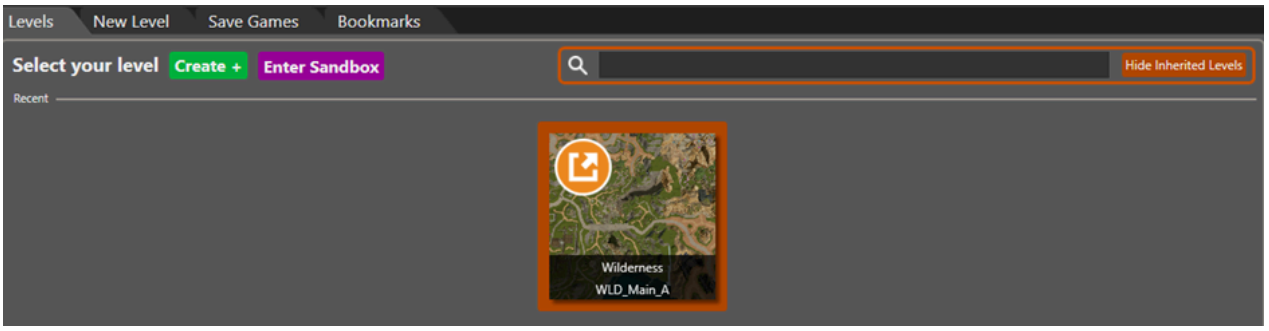
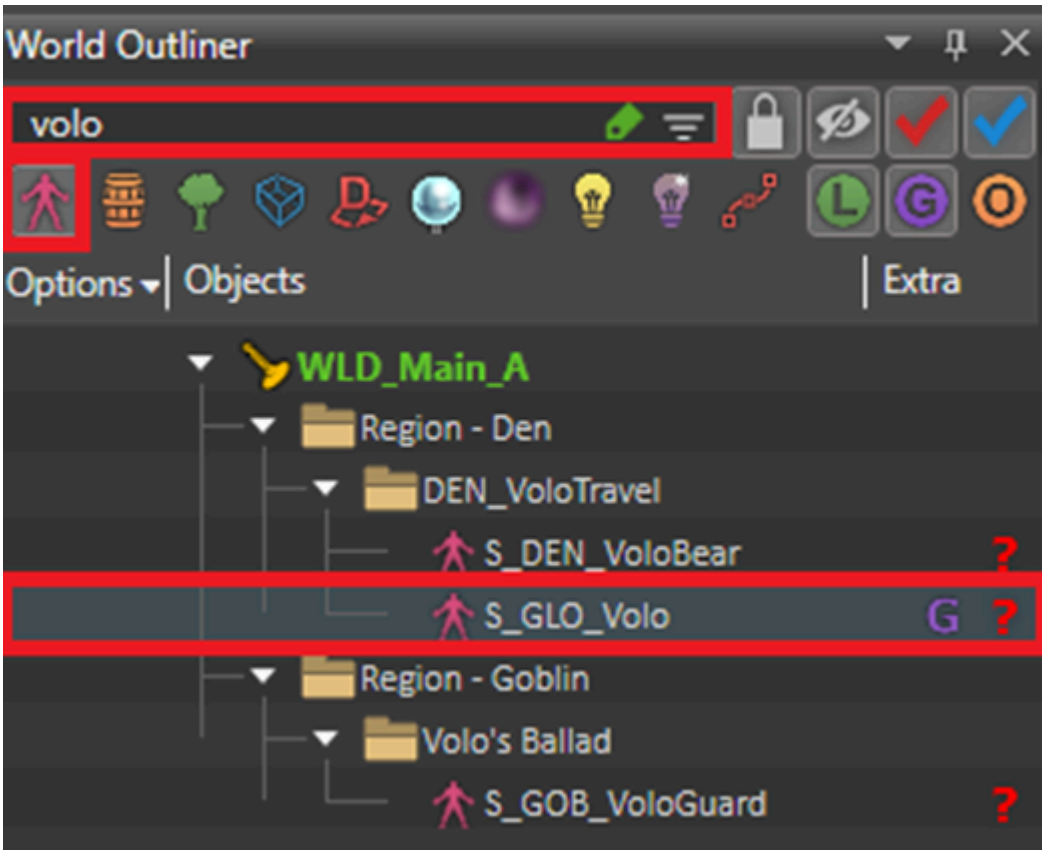
## Editing Character Visuals

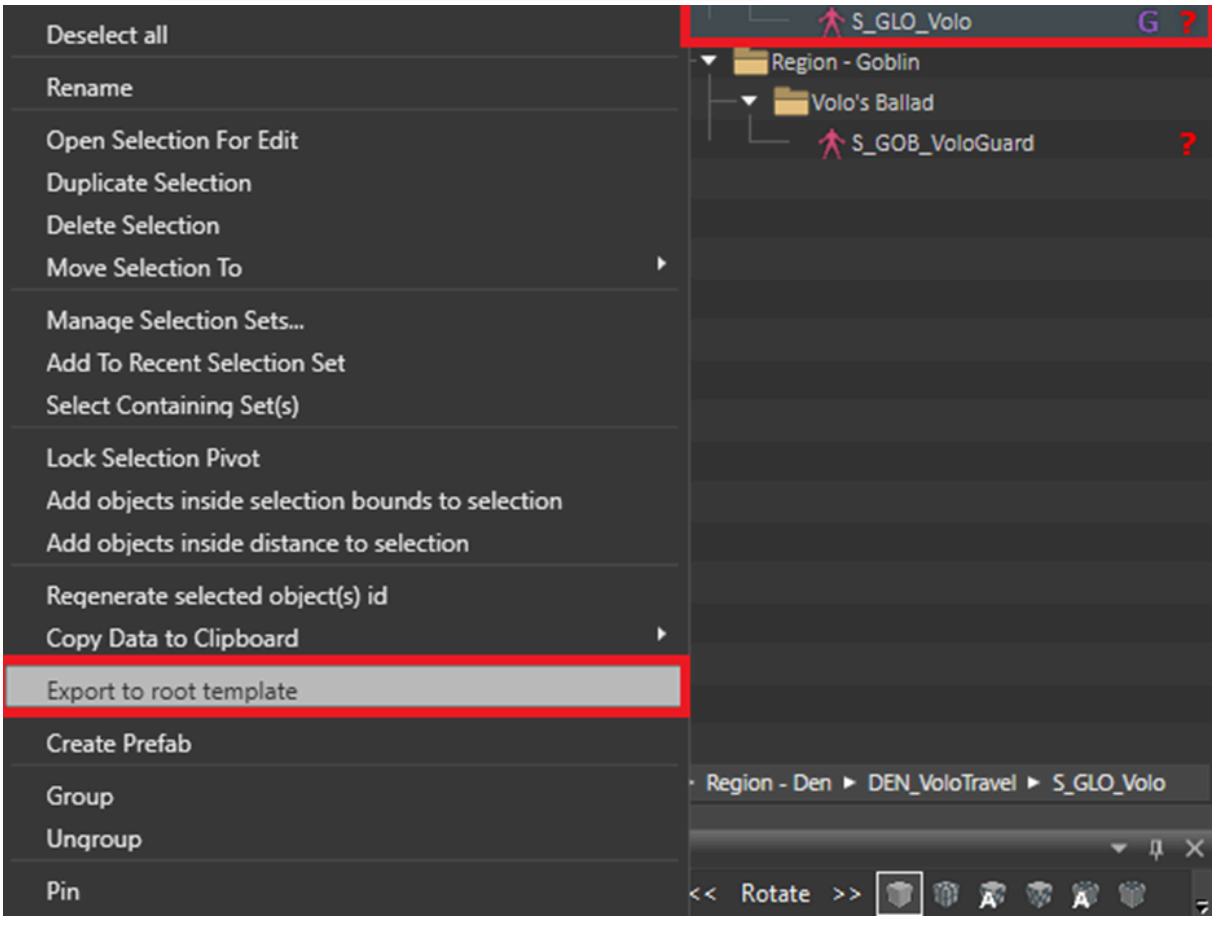
1. **Load the level where Volo appears**
    - Go to `File > Load Level` and choose `WLD_Main_A`.




2. **Search for Volo in the World Outlier**
    - Right-click the character icon to filter out everything else.
    - Volo is labelled `S_GLO_Volo`.

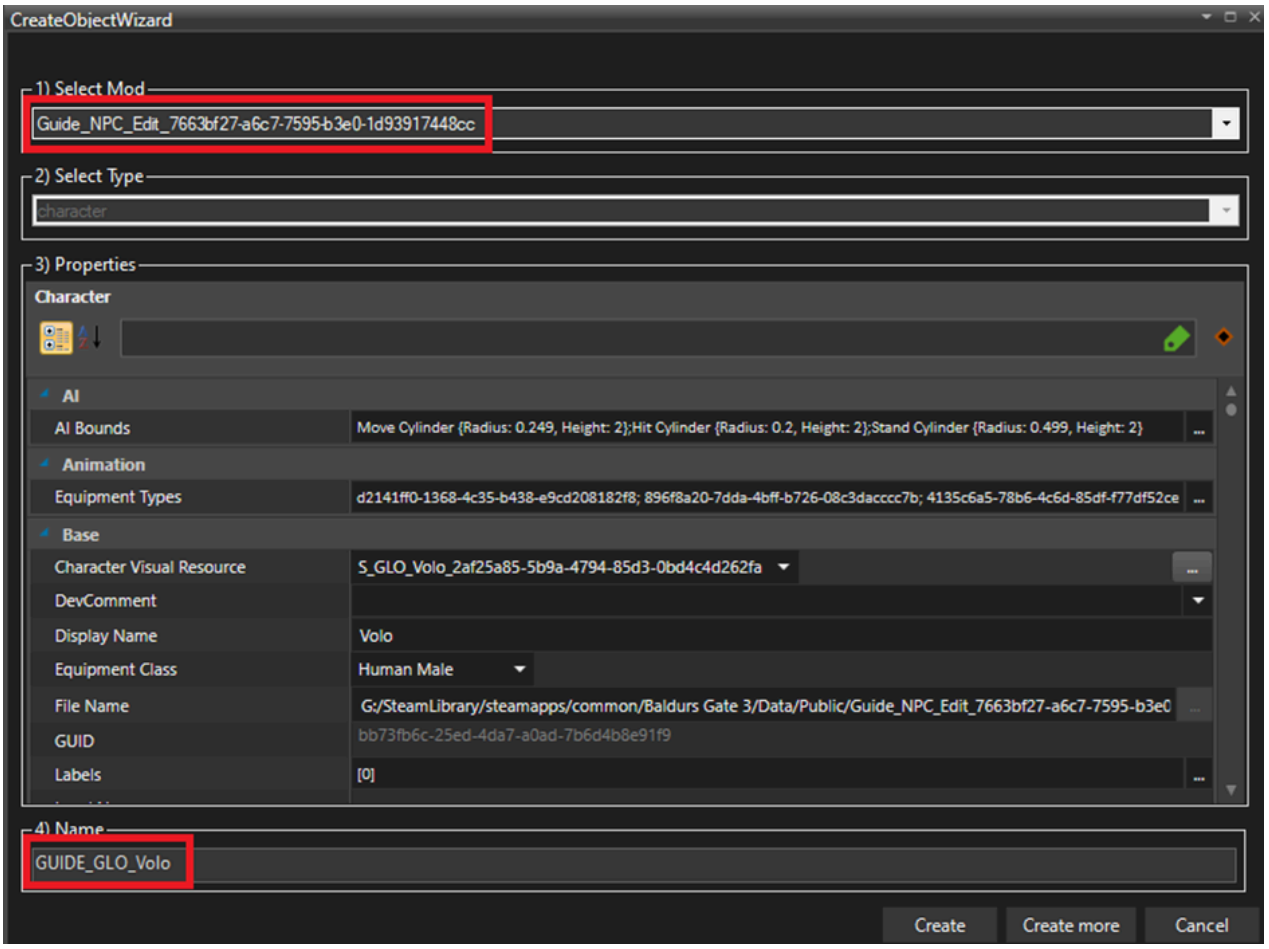



- Right-click `S_GLO_Volo > Export to Root Template`




2. In the **Create Object Wizard**:

- `Select Mod` : Choose your mod.
- `Name` : Use a unique, prefixed name to make future searches easier.
- When done, click `Create`




3. **Unload the level** — it's no longer needed.

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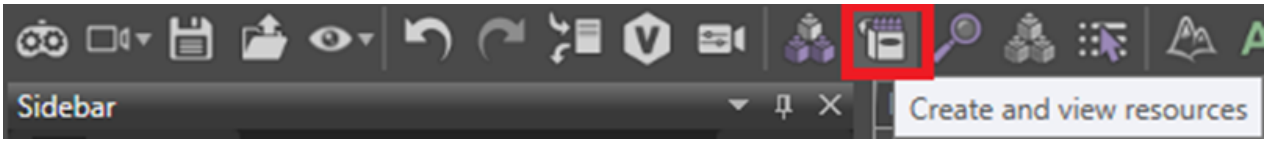
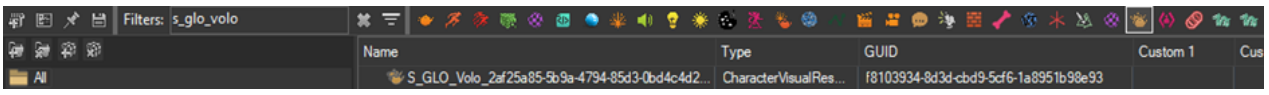
# Overriding the Character Visual Resource

1. Open the **Resource Manager** via the button on the top bar (box of crayons).

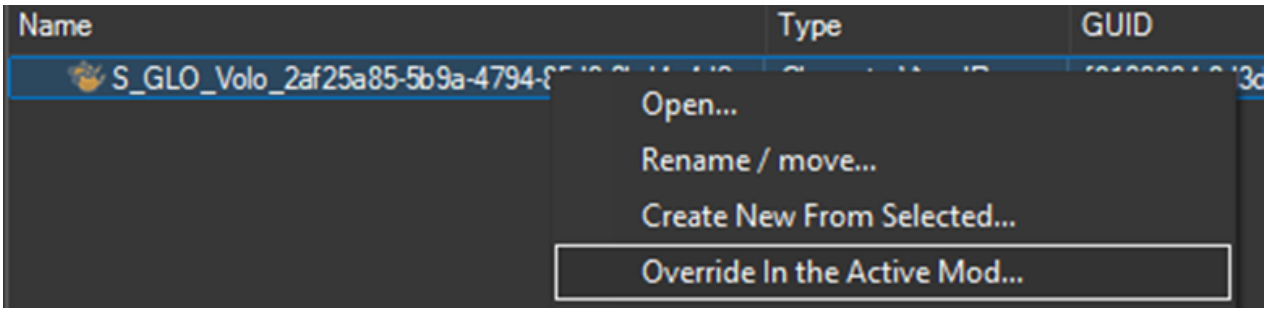



2. **Filter resources** to only show character visuals
   - Right-click the **two teapots icon**.

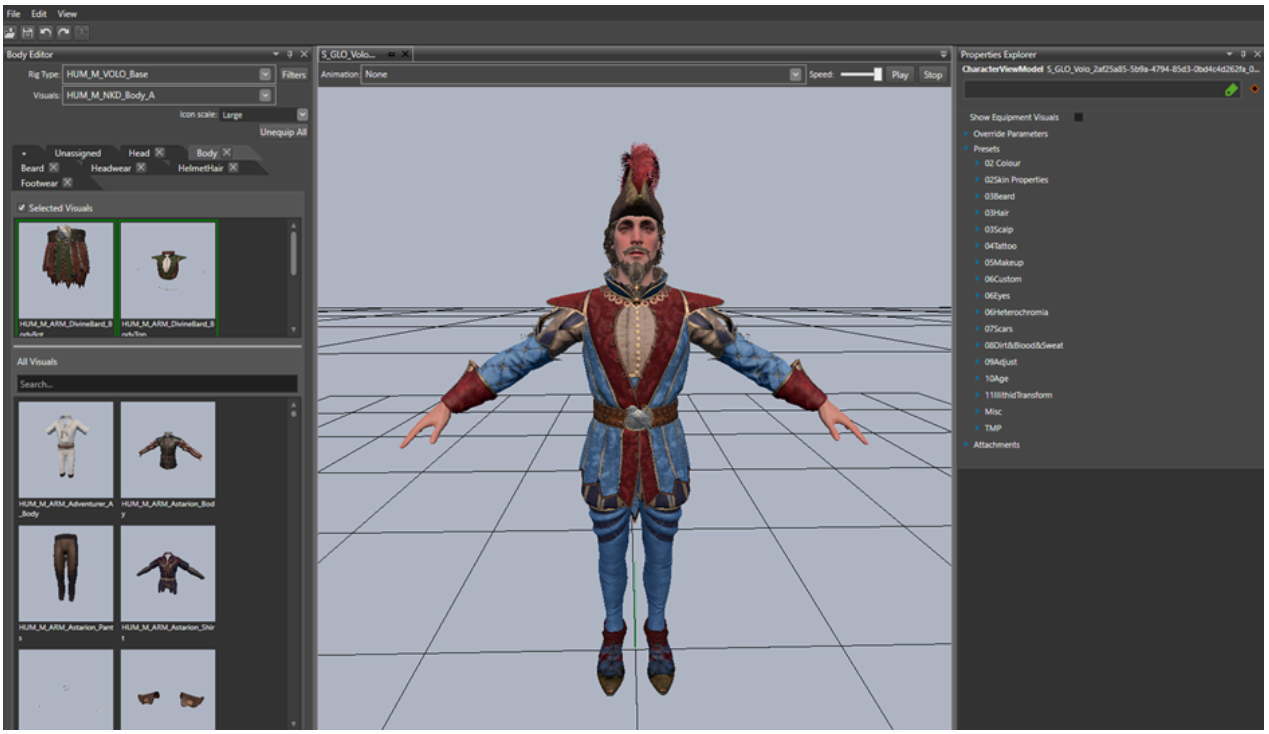
3. **Search for** `S_GLO_Volo`




4. Right-click > `Override in Active Mod`
   - Once overridden, the name will end in `_000`.




5. Double-click to open the **Character Editor**, make changes, then save.



The character visual part is now done. Your changes will now reflect in-game.

The portrait icon however, will still be the old vanilla portrait.

> ℹ️ If you don't plan to change the portrait, you can skip the Root Template and just override the character visual.

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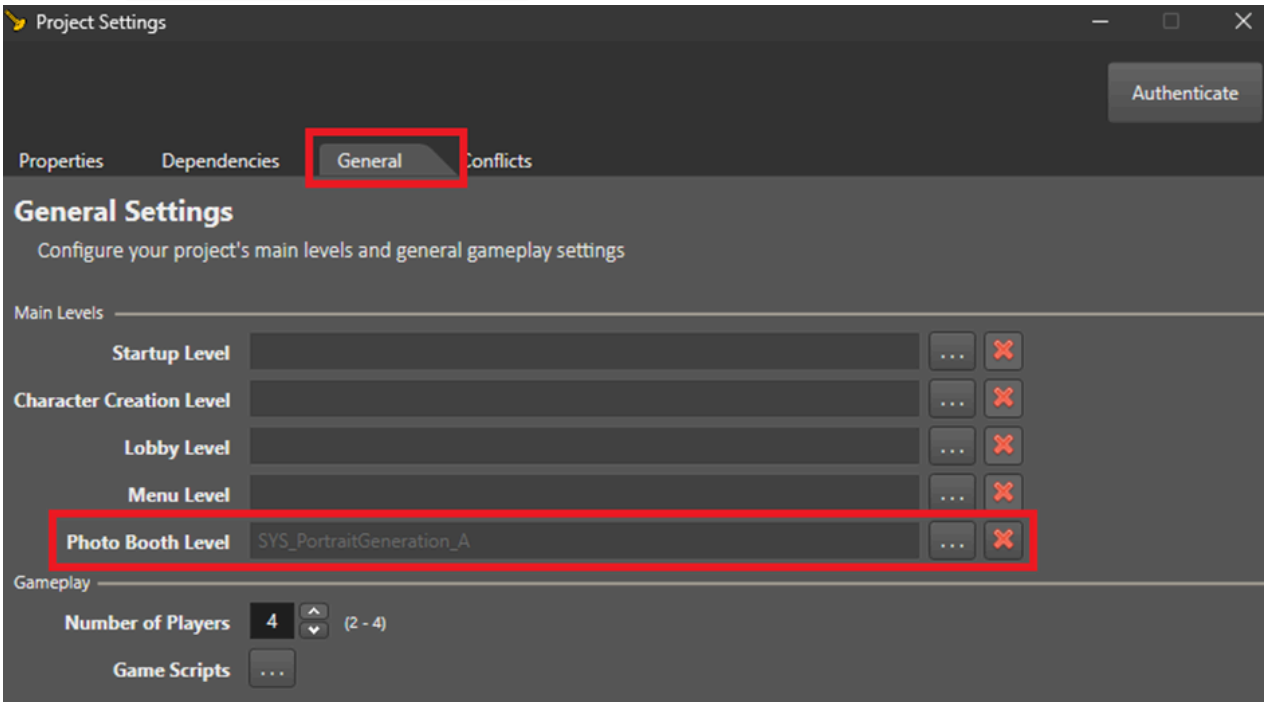
# Generating a New Character Portrait Icon

## 1. Set a Photo Booth Level

- Go to `Project > Project Settings` select the `General` tab
- Click `...` next to **Photo Booth Level**

- Choose `SYS_PortraitGeneration_A`, then **Save**

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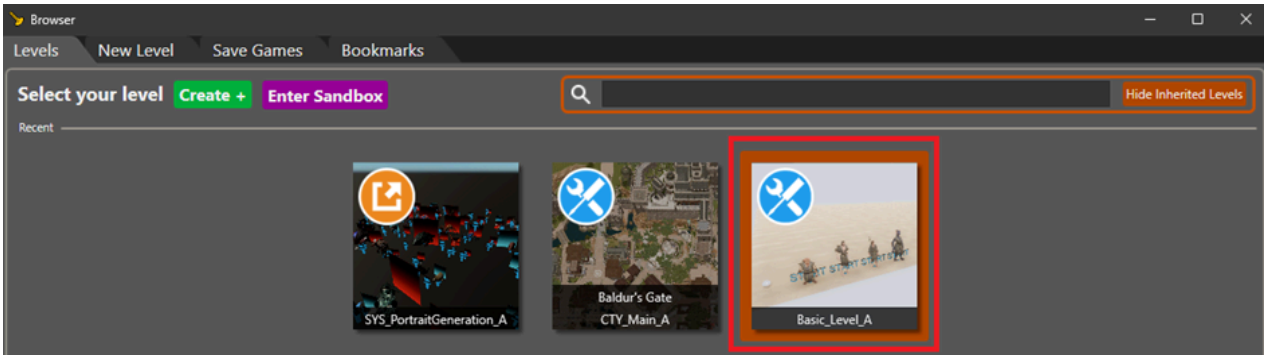
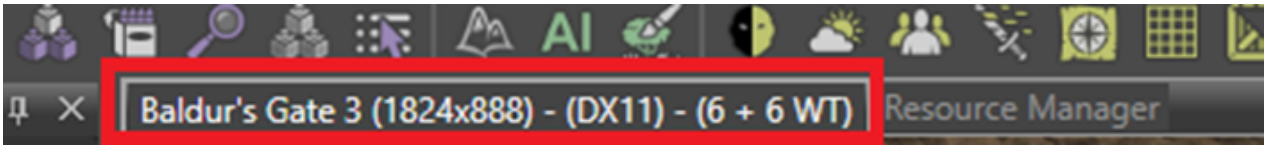
## 2. Load a Level

- Go to `File > Load Level > Basic_Level_A`



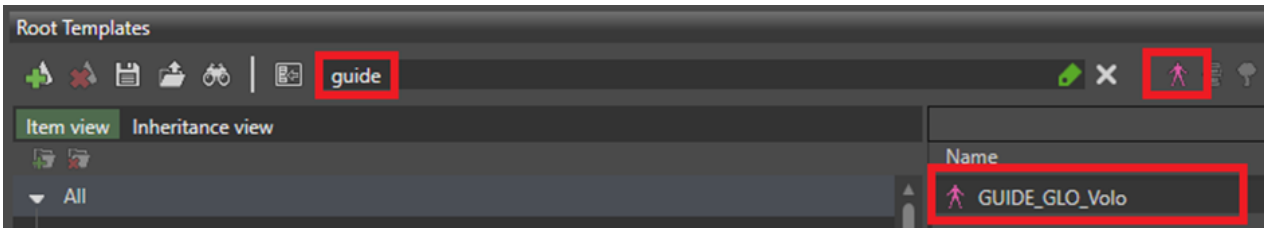

- Make sure the **Level Editor** window is active




## 3. Place Your Character

- Open the **Root Templates** window
- Search for your custom template (here is where prefixes come in handy)

- Right-click the character icon to filter to characters

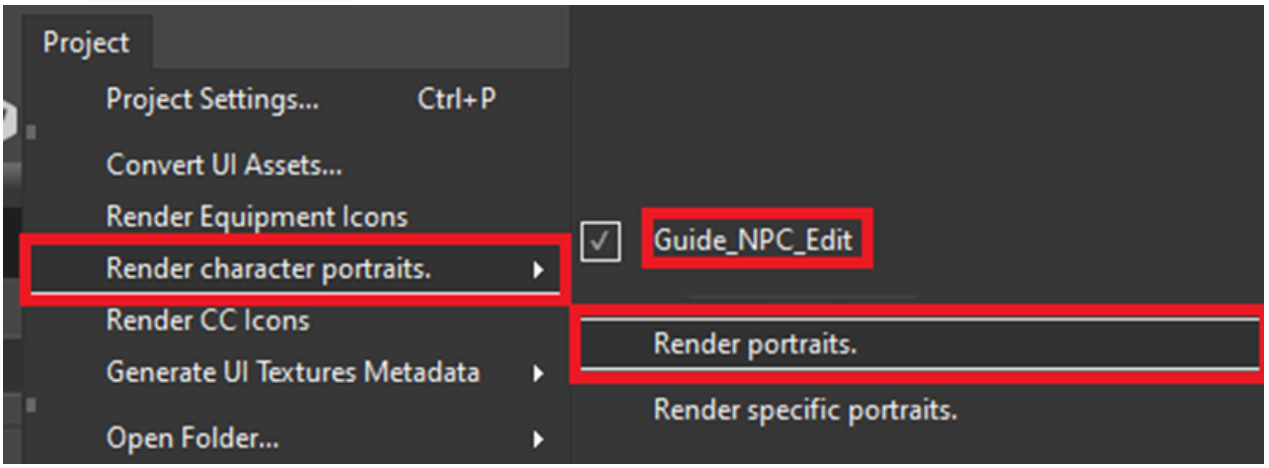



- Drag and drop your template into the Level Editor

## 4. Generate the Portrait

- Go to `Project > Render Character Portraits`
- Select your current mod

- Click `Render Portraits`




You will now be taken to the **Photo Booth Level**.

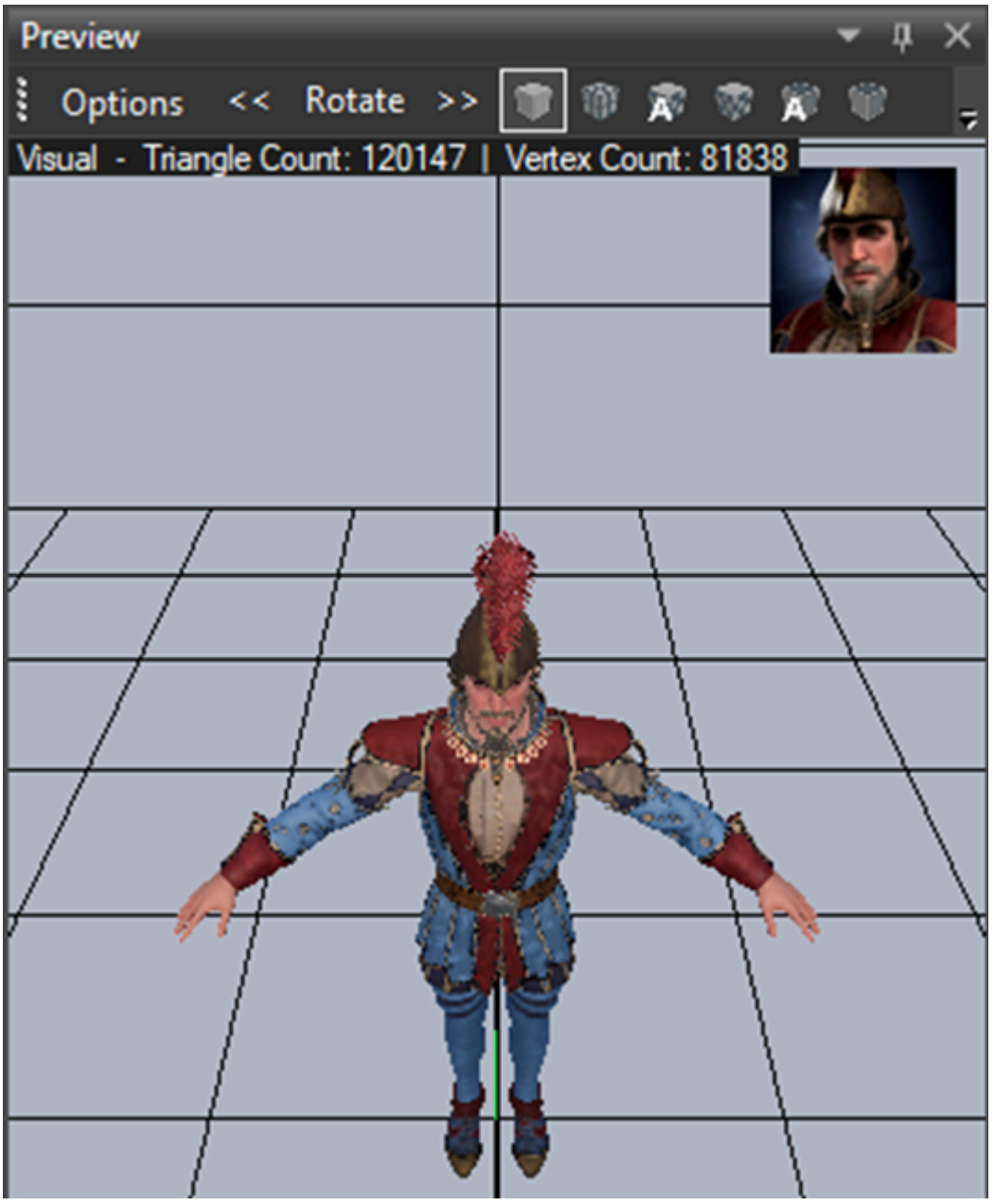
Once done, reload `Basic_Level_A` ****to test.

## 5. Test in Toolkit Game Mode

- Click the **Switch Game/Editor** icon (controller icon)

- Right-click your character > `Examine`
  - If the icon is blank, you will need to reload the editor for it to update and display.

You'll also see the new portrait appear in the **Root Template Preview**.




> 📁 The editor saves a copy of all portraits in this location:
>
> `Baldurs Gate 3\\Data\\Editor\\Temp\\IconGenerator`

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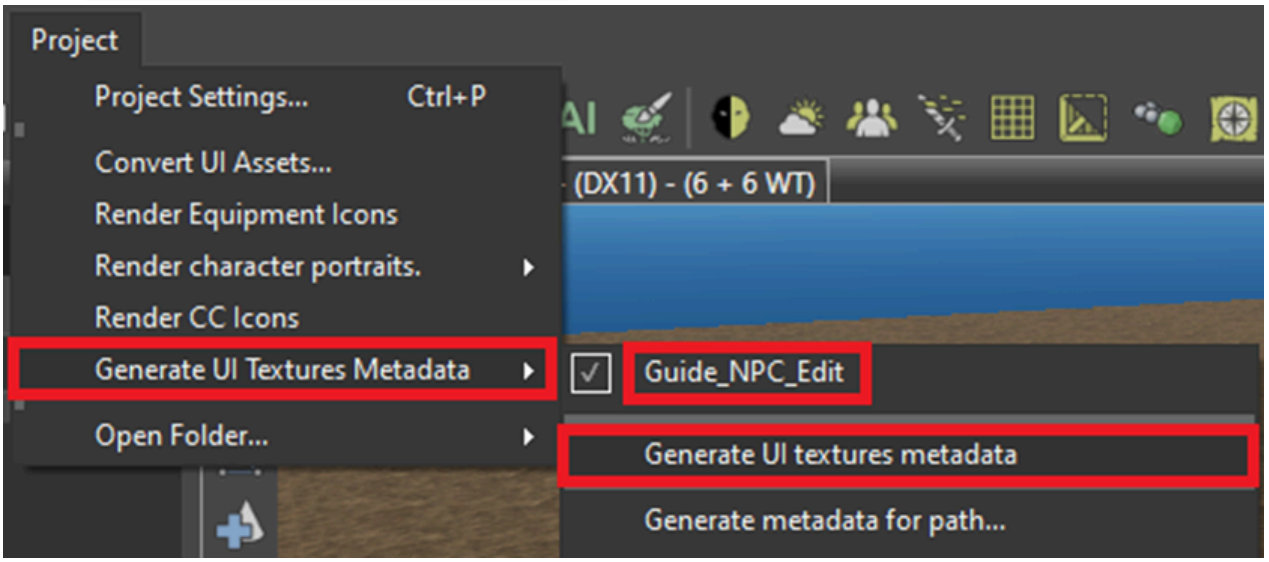
## ⚠️ Final Steps: Metadata

Even if all looks fine, **shut down and reload** the editor.

If you see a **missing metadata error**, fix it with:

- `Project > Generate UI Textures Metadata`
- Choose **your mod only**

- Click `Generate UI Textures Metadata`




> ❗ **Important:** Make sure you only generate the metadata for your own mods. If you accidentally generate metadata for the base game files, you will need to manually delete all the extra metadata files.

## ✅ That's It!

You're done! Load up the game and enjoy your updated character visuals and portrait.

Humanoid
Level 3 Human
12/12
AC
11
Volo
Procurer of Associates, Stories, and Curios
STR DEX CON INT WIS CHA
9 12 10 15 11 16
Resistances
None
Notable Features
Opportunity Attack